

Board Game for Forming Words

Abstract

A board game where the winner is the first to form a ten character word. To speed play, a round ends and points are awarded for formation of an eight or nine character word. If no player wins in a preselected number of rounds, the highest point total wins. Play begins with game pieces following a set-up walk until five characters are accumulated, at which time a player is awarded a spot on a final walk. Landing on a "V," "C," or "Ideation" square enables a player to acquire a vowel, a consonant, or to follow instructions on a card drawn from a stack of Ideation cards, respectively. If a player is required to move backwards on any move, and if that player's game piece lands on a vowel, consonant, or choice of vowel or consonant square, that player must discard a vowel or consonant or either one, respectively.